Level 2

## Legend

This is an empty tile. Players can summon demons on this and neighbors can path over it and be moved over it by any demon.

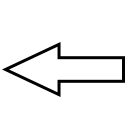
This is the neighbors main path. Neighbors will move along this path until they are moved off of it by a demon.

This is the neighbor's starting tile. Neighbors spawn from here.

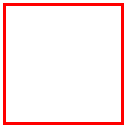
This is an exit tile. Neighbors will be removed if they touch this tile.

This is the Witch's tile. The neighbors are trying to reach this tile.

These are obstacle tiles. Neighbors cannot be moved through these tiles or path through these tiles. Only a spring demon can move neighbors over these tiles.



This arrow shows the general direction players are intended to be moving neighbors in. Players can move the neighbors in whatever way they choose, but the direction the neighbors move in should be heavily incentivized for the player. Players should want to move neighbors in these directions because those are efficient ways to move the neighbors to the exits. The arrows are not placed into the hand held tutorial levels since players are required to place demons in specific locations.

This box shows the general zones players should be thinking about when creating demon setups. Designers should get players to look at these areas as opposed to thinking about the whole map at once.

The blue space is space being used for the background art.

# Level 2 Layout

